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Keywords: depth sprites, hardware-acceleration, image-space, non-photorealistic rendering, real-time rendering, sketching

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Nathan Litke, Marc Droske, Martin Rumpf, Peter Schröder
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Establishing a correspondence between two surfaces is a basic ingredient in many geometry processing applications. Existing approaches, which attempt to match two meshes directly in 3D, can be cumbersome to implement and it is often hard to produce accurate results in a reasonable amount of time. In this paper, we present a new variational method for matching surfaces that addresses these issues. Instead of matching two surfaces directly in 3D, we apply well-established matching methods from ...

Keywords: deformation energy, digital geometry processing, non-linear elasticity,